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Nota di contenuto	ch. 1. The nature of the craft -- ch. 2. Scenic design in the past and today -- ch. 3. Working with directors -- ch. 4. Working with text -- ch. 5. Research, period, and visual history -- ch. 6. The designable idea -- ch. 7. Space -- ch. 8. Design and redesign -- ch. 9. The art(work) of communication -- ch. 10. Considerations for single set productions -- ch. 11. Considerations for productions with moving scenery -- ch. 12. On to the stage -- ch. 13. Realities of the profession.
Sommario/riassunto	The Craft and Art of Scenic Design: Strategies, Concepts, and Resources explores how to design stage scenery from a practical and conceptual perspective. Discussion of conceptualizing the design through script analysis and research is followed by a comprehensive overview of execution: collaboration with directors and other designers, working with spaces, developing an effective design process, and the aesthetics of stage design. This book features case studies, key words, tip boxes, definitions, and chapter exercises. Additionally, it provides advice on portfolio and career development, contracts, and working with a union. This book was written for university-level Scenic Design courses.